ALL Command for Lists

In most of the Natural LIST sessions, the command ALL is available to execute a command or command sequence for all objects shown in the list. This is done internally by generating a command script and executing (playing) it.

Examples:

Command	Function
ALL ED	The command EDIT is executed for all members of the list. If an END command usually assigned to PF3 is entered, the current EDIT session is terminated and an EDIT session for the next member from the list is opened.
ALL PG *	All objects from the list (probably jobs) are purged.
ALL 'ED *;STOW;END'	All members are edited and compiled.
ALL ED +	A window opens for entering the command string. For further information see the example below.

The command string must be included in quotes, if it contains command or parameter delimiters like **;** or **,** . The following special characters can be used inside the command string:

Character	Meaning
+	Plus sign entered as last character indicates that command string is not yet complete. A window opens where further data can be entered.
*	Indicates position where the full object name is inserted into the command.
:1:	Indicates position where the first part of the object name is inserted into the command.
:2:	As above but second part.
:3:	As above but third part.

Notes:

1. The last three notations are not available with most of the Natural objects because the full object name which identifies an object consists of one word only. However, there are exceptions like VSE/ESA Librarian members which are identified with name and type. Also LMS member names consist of several components.
2. For the commands to operate on selected objects listed, use the Editor command EXCLUDE or the Editor line commands X or XX to reduce the set of displayed lines. A subsequent ALL command operates only on the displayed lines, not on the excluded ones.

Example: ALL Prompt Window

The prompt window opens, if it is requested by a plus sign as last character of the command string or when Natural detects that more than a simple command has been entered. Simple commands consist of only one Natural function code or function code and wildcard *****:

```
ALL ED
  ALL PG *
```

Simple commands are executed immediately, and if the wildcard ***** is not entered, it is automatically generated at the end of the command string, so ALL ED and ALL ED * are treated identically.

The following is an example of the prompt window that opens after entering the command:

```
ALL ED +
```

```
LIST-NAT:NSPFHELP(*)/SCAN=&V211 ---------------- Row 0 of 113 - Columns 010 076
    COMMAND===> ALL ED +                                              SCROLL===> CSR
      MEMBER            PGMTYPE     SM S/C   NUM FIRST FOUND
  ** ***************************** top of list *****************************
    +-----------------------List command propagator------------------------+
    ! ENTER without any changes will start processing.                      !
    ! Command      :  EDIT *_____  !
    !                 _____              !
    ! Generate only :  _                                                    !
    !                                                                       !
    +-----------------------------------------------------------------------+
      BD-FCBTY          Text          S      1 &V211 I
```

You can abort processing by pressing PF3. If you mark Generate only, then the command script is generated only to the Natural workpool. Execution is not started. The generated script can be executed later with the PAUSE command or can be saved in a member for execution with the PLAY command.

For example, if you modify the Command field of the above window to contain:

```
EDIT *;PLAY NAT SCRIPTS(REPLA-01);SAVE;END
```

and press Enter twice, all members listed will be edited, modified according to the Editor commands contained in the Natural member REPLA-01 of the library SCRIPTS and updated without any further manual activity.